NASCAR® 09

EVERYONE

E

CONTENT RATED BY ESRB

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
- Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

COMPLETE CONTROLS

Whether you're driving an automatic or manual transmission, with a DUALSHOCK®2 ANALOG CONTROLLER or a racing wheel, master these driving controls and start your run for the NASCAR® Sprint Cup.

DUALSHOCK®2 ANALOG CONTROLLER CONTROLS

AUTOMATIC

Steer	left analog stick/directional buttons
Accelerate	R2 button
Brake	L2 button
Reverse	△ button
Dynamic View Control	right analog stick
Share draft	⊗ button
Intimidator™ (p. 5)	□ button
Change view	○ button
Instant Rewind™ (p. 4)	**SELECT** button
Team Communicator (p. 3)	R3 button
Pause race	**START** button

MANUAL

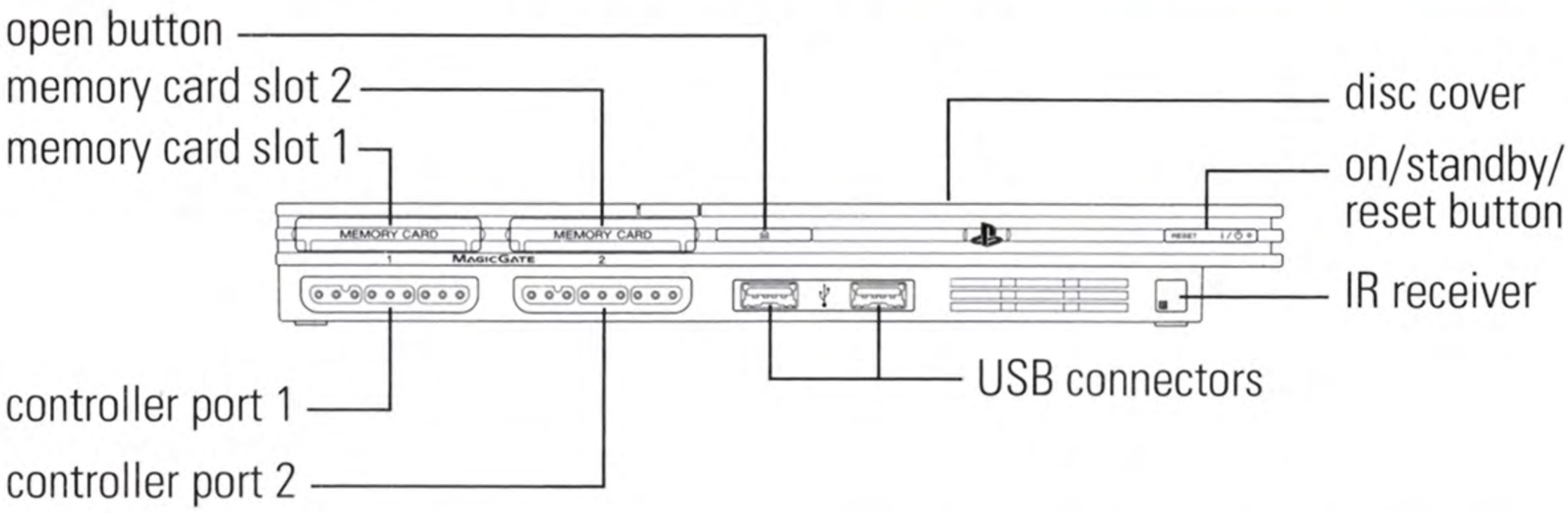
Shift up/down	R1 button/L1 button

NOTE: You can choose between four different controller configurations from the My NASCAR® > Settings > Driving Controls screen. During a race, you can also switch between Manual and Automatic transmission by selecting Settings > Driving Controls from the Pause menu (Pro Play only).

STEERING WHEEL

If you prefer to race using a racing wheel, you can change your preference from a DUALSHOCK®2 ANALOG CONTROLLER to a racing wheel via the My NASCAR® > Settings > Driving Controls screen.

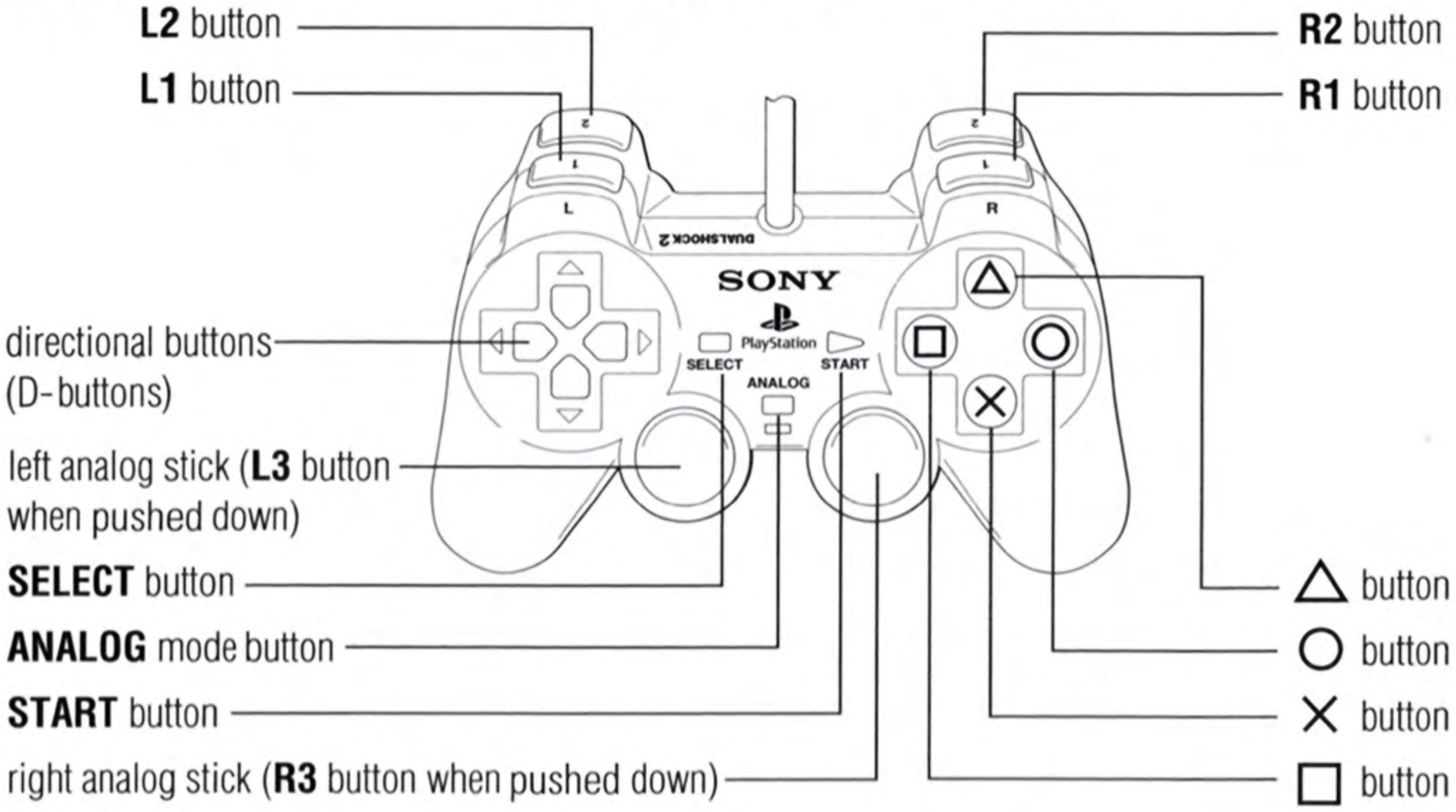
GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *NASCAR 09* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

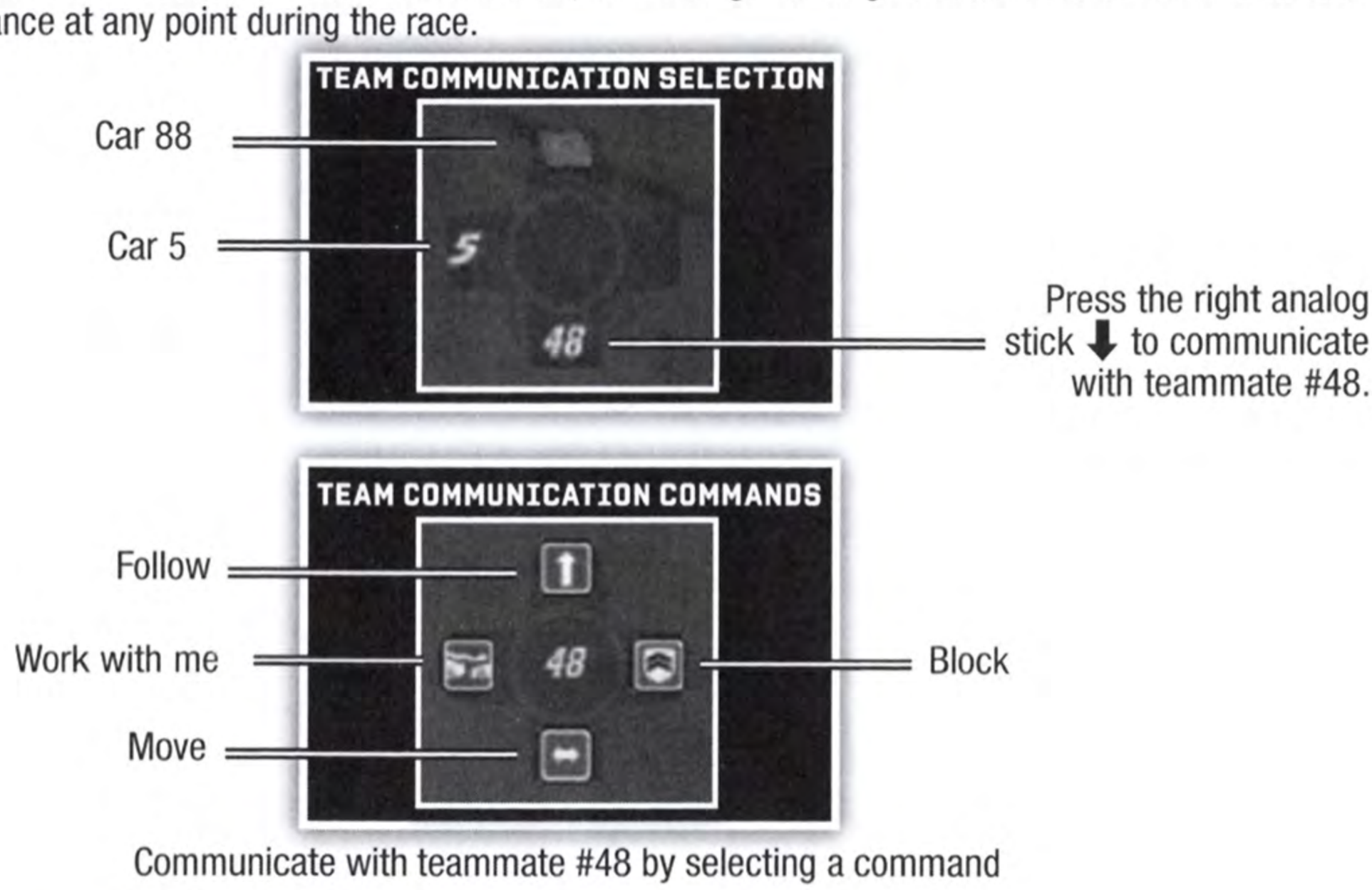
STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



TEAM COMMUNICATOR CONTROLS

Take full advantage of the team racing concept by working with your teammates during the biggest moments of a race. With Team Communicator controls, use the right analog stick to contact a teammate and radio for assistance at any point during the race.



Communicate with teammate #48 by selecting a command

Select teammate	right analog stick (press toward teammate's car number)
Follow	right analog stick ⬆
Work With Me	right analog stick ⬅
Block	right analog stick ➡
Move	right analog stick ⬇

NOTE: Change your Team Communicator commands, including Drop Back, Hold, and Pit Now by accessing Race Commands via the Settings menu (or Pause menu during a race).

PLAYING THE GAME

Working with you throughout the game, NASCAR superstar Jeff Gordon introduces you to some of the game's major modes and features, including the all-new EA SPORTS™ Family Play feature. Using his guidance and helpful tips as inspiration, get behind the wheel and see if you have what it takes to beat the best drivers in the NASCAR® Whelen Modified Series, NASCAR® Craftsman Truck Series, NASCAR® Nationwide Series, or NASCAR® Sprint Cup Series.

Although you can test your skills in Chase for the NASCAR® Sprint Cup and other advanced game modes right out of the gate, it's best to start off easy in Race Now mode where you can participate in a full race weekend against a full field of cars.

EA SPORTS™ FAMILY PLAY VS. PRO PLAY

For those looking for a fun experience without much pressure, choose EA SPORTS Family Play when you first begin playing the game. EA SPORTS Family Play is the best way for rookies to learn the game or challenge family and friends on an even playing field. If you feel you're up for bigger challenges, choose Pro Play for the complete *NASCAR 09* experience. You can switch from EA SPORTS Family Play to Pro Play after entering an available game mode.

NOTE: EA SPORTS Family Play is not available when racing online.

RACE NOW

RACE WEEKEND

After selecting a racing series, choosing the difficulty level, and number of players, you can select a driver and track. From here, the Race Weekend menu appears.

In the Race Weekend menu, you have the option to run a practice session or qualify for the race in hopes of earning the pole position. You can also make adjustments to your car's setup in the Car Setup screen (see below), or skip these options and begin the race immediately. However, if you skip the qualifying session you start at the end of the field (Season and Chase For the NASCAR® Sprint Cup modes) or in the middle of the pack (Race Now and Online).

NOTE: Car Setup and Practice are not available when racing in EA SPORTS Family Play.

CAR SETUP

Get under the hood and tweak your car settings to fit your driving style. Once you find the right fit, run a practice session and test it out.

Tires and Weight — Increase your tire pressure to help improve your overall speed—the more tire pressure added, the less your tires will grip the track. If you decrease your tire pressure, the grip on the tracks increases, but at the cost of decreasing your top speed.

Downforce — Downforce holds your car to the track. Increase this setting to gain more control over your car. However, your car won't drive as fast. Decrease your downforce to gain extra speed, but expect to slide a bit on the track, especially in the turns.

Suspension — Suspension tuning determines how loose or tight your car handles. To tighten up the handling, raise the rear end suspension components. To loosen up the handling, raise the front end suspension components.

Gear Ratios — Gear ratios control how soon or late you shift between gears. A lower ratio leads to a faster car that is slow to accelerate. A higher ratio leads to a quicker acceleration with a hit to top speed.

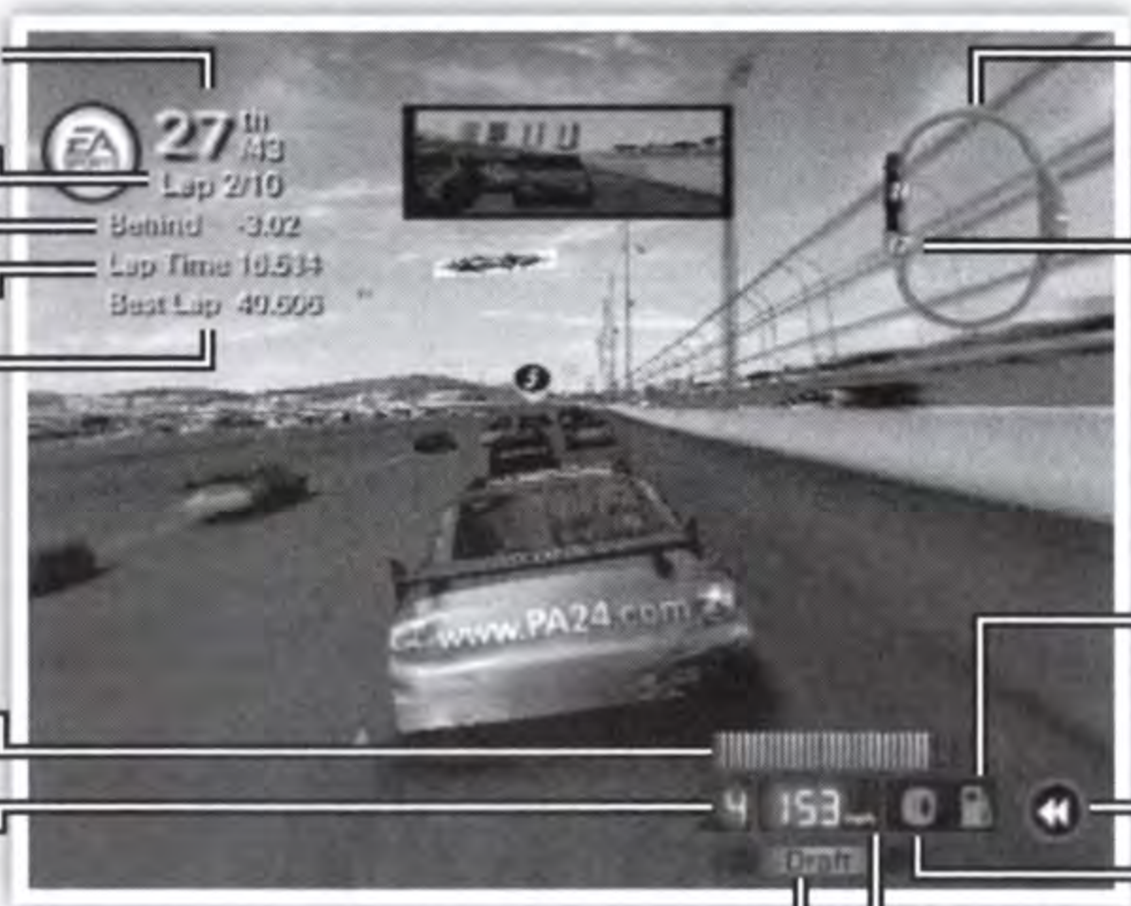
MEDALLIONS

Get rewarded for all of your hard work on any given race day and earn gold and silver medallions by completing a number of challenging tasks during a race (excluding multiplayer and online modes). From challenges such as winning a race and passing 20 cars to the extreme feat of lapping five cars, achievements are tallied then added to your final score.

INSTANT REWIND

Relive countless racing scenarios at any point during a race by rewinding the last few seconds of action on the track. There is a time limit on how long the Instant Rewind lasts so be sure to use your do-overs wisely.

ON THE TRACK



FLAGS, PIT STOPS, DRAFTING, AND MORE

Flags

During the course of a race, flags indicate changes in track conditions. A green flag starts and restarts a race. A yellow flag indicates a caution and means you must slow down and maintain your current position in the field (excluding Online mode). There are no yellow flags in Whelen Modified races. A white flag means the leader of the field crossed the finish line to begin the race's last lap. When the first place driver crosses the finish line again, he receives the checkered flag of victory.

Pit Stops

During longer races, you have to make pit stops to refuel, get new tires, and possibly repair your car. You can change your pit options before you reach your stall or via the Pause menu (pit road only during online play). Pit stops are not allowed in Whelen Modified races.

Standard Drafting

When you pull up close to the bumper of the car in front of you, both cars can go faster than if they were driving separately. The Draft Meter shows the current strength of the regular draft.

Share Draft

Press the ⊗ button to Share Draft with the car in front of you. Share Draft increases the speed of both cars and improves your relationship with the other driver.

Driver Icons

The driver icons that appear above some of the cars on the track represent teammates (yellow border), rivals (red border), and allies (green border).

Intimidator™

To be an Intimidator, approach the bumper of another car. When the Draft Meter begins to fill, press the ▣ button to intimidate. The intimidated driver may lose concentration and slide out of the way, allowing you to pass, but that driver may hold a grudge against you.

Grudges & Alliances

When you run into or intimidate another driver, he remembers your actions on the next lap, or even during the next race (Season and Chase for the NASCAR® Sprint Cup modes only). A red icon above a car indicates a driver holding a grudge against you, while a green icon represents an ally. Similarly, you can form an alliance with other drivers by sharing a draft. In turn, an ally is more likely to work with you during the heated moments of a race.

SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress to a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. All unsaved information will be lost otherwise. You can also save or load manually by accessing the SAVE or LOAD screens (via the Settings menu).

AUTOSAVE

You have the option to enable the Autosave feature when you first turn on *NASCAR 09*. When ON, race information is automatically saved to your memory card when exiting game menus. You can change this setting from the Settings menu (via the My NASCAR® menu).

MID-RACE SAVES

Save your game progress at any point during a race, then come back later and make your run for the checkered flag.

CHASE FOR THE NASCAR® SPRINT CUP

Earn your stripes by completing dynamic challenges that earn you new contracts in all four racing series.

QUALIFIERS

When you first begin Chase for the NASCAR® Sprint Cup mode you are immediately offered to race in a qualifier. A qualifier gives you the opportunity to begin your racing career with a higher starting skill class in a more advanced series. There are a total of four qualifiers, but you can only race in each one once. The objective at each qualifying event is simple: beat one of the top three recorded track times in a single lap race. So, a better performance results in a more lucrative contract offer. If you fail, you can't try again. After racing in the qualifier(s) your career begins. Personalize your game by creating a driver and adjusting your race settings (Difficulty, Race Length, etc.), then get ready to power your way through each racing series.

CHASE FOR THE NASCAR® SPRINT CUP MAIN MENU

When entering this game mode for the first time there'll be a few text messages waiting for you. Here you'll find news, contract offers, or challenges from owners, sponsors, rival teams and drivers, as well as tips and helpful game advice. A new message arrives in your inbox when the envelope icon blinks. Remember to keep an eye on your messages as new contract offers and special events will become available over the course of your career.

Track your progress through the NASCAR season by viewing the events on your calendar (via the Go Racing screen), including Charity and Showdown races. However, you can't begin a career until you have signed a contract (see below). In addition, you can also review racing stats, standings, schedule, License Challenges, tweak settings, and more from the Chase for the NASCAR® Sprint Cup Main menu.

Go Racing — The Go Racing screen features your race schedule for the entire season. Here you can choose to enter a race or skip an event on the calendar. However, skipping results in a mid-pack finish in the respective race.

Sign Contract — View driver contracts from various car owners in any of the four racing series. As you progress through your career, offers come and go. It's up to you to decide which one is best for you. After signing a contract you are allowed to jump on another offer, but you must terminate the original offer first and return the initial signing bonus. Remember, the lucrative contacts won't come your way for a while, so be patient, race smart, and make a name for yourself first.

My Driver — Be sure to visit the My Driver screen often. Here you can get an update on your Skill Classes (see below), tap into your bank funds and schedule a License Challenge (see p. 7), use some earnings to upgrade your car, or edit your driver.

Statistics — Review season standings, driver performance, best lap times, individual driver records, and your contract history here.

My NASCAR® — Access Medallions, Chase Plates, Best Lap Times, and Best Lap records.

Settings — If the races seem too easy or difficult, or if you wish to make a simple modification, adjust your game settings mid-season. You can also save race files from here.

SKILL CLASSES

In order to move up the ranks—and to eventually field better offers—you must improve your skills in six major categories: Front Running, On the Charge, Race Strategy, Experience, Flair/Charisma, and Precision.

When beginning a new career, you'll start off as a Level 0 driver in each category. You can improve your level by winning, driving smart, and making good decisions on the track. There are 12 levels in each class and you must improve your level ratings to unlock new licenses and move up to the next series.

Front Running — Getting to the front and holding the lead is the main objective here. Lapping other cars also provides a boost.

On the Charge — Passing cars is the way to increase this class, especially if the passes are clean. Intimidating or sharing a draft for an extended period of time gives a boost as well.

Race Strategy — This covers your ability to make it to the top of the field. Making rivals and alliances boosts points, but finishing in the Top 10 gives you the biggest gains.

Experience — Your Experience rating fills slowly—some points are awarded for every race you run.

Flair/Charisma — Bump drafting, making allies and rivals, blocking, and drafting earn you extra points.

Precision — Get rewarded by running a clean race. Passing cars without hitting them—or the wall—nets you points here.

NOTE: For more information, be sure to check out the categories descriptions in detail in the Features screen via the My NASCAR® menu.

TEAM ORDERS

During a race you might get special instructions from your pit crew (orders appear in the ticker area of the HUD). Successfully completing the objective rewards you with a significant boost in a skill class.

CAR UPGRADES

Upgrading your car before a race can make the car handle better and drive at faster speeds. For more information, check out detailed Car Upgrades information in the Features screen via the My NASCAR® menu.

LICENSE CHALLENGE

As your Skill Class levels improve, you can begin to prove yourself during a License Challenge. Various challenges on all skill levels will be thrown your way so it takes more than a one-dimensional driver to pass these tests. Perform well and you'll soon receive offers for better rides. Better yet, it could be an invite to race in the next racing series. License Challenges cost money and if you fail to deliver you'll have to pay to try again. Also, you are required to have a license for each respective series before you can race in it.

SHOWDOWN AND CHARITY RACES

Once you begin to make a name for yourself on the circuit other drivers may challenge you to one-on-one races. Winning Showdown Races earns Skill Points. Drivers with high prestige get invited to race in Charity Races. Only the best of the best are invited to compete here. While there is no prize money in a Charity Race, a win will give you a Skill Point bonus.

OTHER GAME MODES

SEASON

Race an entire NASCAR season in any of the four racing series. In the Season Settings screen, select your series, or customize a schedule, and set the difficulty level and the length of each race. In the Select Event screen, you can enter the displayed race and choose to race yourself or to let the race be simulated for you. You can also change your driver or let a friend join your season at any time between races at the Change/ Add Driver screen.

NOTE: When starting a new season, you can also select a shorter Chase for the Cup session, which skips ahead to the last 10 races of the NASCAR season.

TEST AND TUNE

Take advantage of a Test and Tune track testing session to get a good feel for both your car and the track. Your session begins on Pit Road and you have the option to run some practice laps right out of the gate. If you prefer to get under the hood before getting behind the wheel, head into the garage (via the Car Setup menu) and tweak your car settings in a number of different areas. Once you feel your car is ready to make a strong run, head out to the track and race a few practice laps and see how the car handles.

NOTE: Test and Tune mode is only available in Pro Play mode.

GHOST CAR

If you want to see how your car fares against a different setup, record your best lap at all 22 NASCAR tracks (plus fantasy tracks), then race again against your phantom car and see if you can beat your best time. By racing a "Ghost Lap," not only will it give you some solid competition, it also can identify your car's strong and weak points in a number of different areas (when comparing it to a car with different settings). Once you find the ultimate ride, save your settings then challenge the field in the various game modes.

EA SPORTS

WWW.EASPORTS.COM

RACE ONLINE

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. EA TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT WWW.EA.COM. YOU MUST BE 13+ TO REGISTER WITH EA ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM OR 30 DAYS AFTER THE LAST DAY OF THE 2008 NASCAR® SEASON.

PLAYING ONLINE

In order to play *NASCAR 09* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card, they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658-3659** (peer-to-peer connection); **6000-6001** (VOIP).

PLAYING *NASCAR 09* ONLINE

Take on up to three live drivers on a single track and climb your way to the top of the online leaderboard.

Play Now	Find the next available public session waiting to race online.
Session Match	Select your favorite settings and search to find a match that suits your style.
Lobby	Locate players and/or visit chat rooms from the Lobby. Here you can search for available sessions or create a session of your own.
Leaderboard	View the Leaderboard and see who is dominating *NASCAR 09* online.
My NASCAR®	Alter your online settings and change your Quick Messages.
My Career	View the final results of your most Recent Games and track your stats in the Stats Book to see how you compare with players across the nation.
View Career	Scout potential opponents and view their stats to see who you best match up against.

NOTE: Three- and four-player races may not be available for all connection types.

MY NASCAR®

Exchange your medallions for Chase Plates rewards, view your Best Lap times, or access the Custom Car Garage.

MEDALLIONS/CHASE PLATES

View your list of available bonus tasks and the rewards you can earn by completing them in-game. Once you earn enough Medallions, buy Chase Plates to unlock tracks, cars, sponsors, and more.

BEST LAPS

View the best lap times for all tracks and series. When a driver beats the top score, his name and lap time are displayed for that track.

CUSTOM CAR GARAGE

Design your own custom cars to use in any of the four NASCAR series in Race Now. After you select the series and a car skin, the Design screen lets you access areas where you can change your car's graphics, sponsor decals, and paint colors. For each series, you can store up to four cars.

NOTE: You can also access the Features and Settings screens from My NASCAR® menu. From here you can get an overview on the game's most challenging features or alter your game settings, including Driving Controls, Race Commands, and more.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

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Redwood City, CA 94063-9025

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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit
http://techsupport.ea.com.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support, P.O. Box 9025, Redwood City, CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

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- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE: 16799

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Technical Support Contact Info

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Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

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